Time : Three hours   Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1.   Give any two examples of computer graphic applications.

2.   Name the types of printers.

3.   What are two general classifications for graphic software?

4.   What are the line attributes?

5.   List the specifications for four-level gray scale system.

6.   What is alaising?

7.   Give the basic transformation used in graphic package.

8.   List the logical classifications of input devices.

9.   Name the two groups of polygon data tables.

10. Name two categories of representation schema for solid objects.

11. Define morphing.

12. Write a draw back of depth-buffer method.

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Explain the basic operation of CRT with a diagram.

14. Explain the architecture of a simple random scan systems.

15. Explain the Bresenham's line drawing algorithm with an example.

16. Explain the transformation of reflection and shear with examples.

17. Write a note on window-to-view port co-ordinate transformation.

18. Give a brief account on composite transformation in three dimensional.

19. Explain the difference between CMY and HSV color model.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Explain the various input devices for data input on graphics work stations.

21. Explain the mid-point circle algorithm with an example.

22. Describe any five interactive picture construction techniques.

23. Explain any five three-dimensional display methods.

24. Describe in detail the design of animation sequences.

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